

## **Springdale Parks and Recreation**

### **2018 Spring Baseball Rules: Rookie-Upper Division**



**TIME LIMIT:** 80 minutes (1:20) or six (6) innings whichever comes first. No new inning will start with less than 3 minutes (2:59) on the clock.

**BATTING ORDER:** All team members will bat round robin. If a batter becomes disabled during the game and cannot bat, it is NOT an out. If a child is sick before the game, leave him off of your line up and inform the opposing coach, umpire and the scorekeeper. This player cannot enter that game. If a base runner becomes ill or injured while on base, the base runner will be removed from the game. A substitute base runner will be put on the base just vacated by the injured/sick base runner. The substitute base runner to be placed in the ball game as the new base runner will be the last batter who is in the dugout. Teams must have at least (8) players to start and play a game.

**DEFENSE:** Will consist of nine (9) regular fielding positions and one (1) additional rover in the outfield. A second pitcher may not be used on the infield. The pitcher will be placed to the side of the machine, within four (4) feet of and behind the forward most point of the machine. The pitcher may not be beyond the forward most point of the machine before the ball is put in play. Penalty: If the ball is not hit the umpire shall declare “no pitch”. If the ball is hit the offensive coach may choose between the play and “no pitch”.

**RUNS PER INNING:** A maximum of six (6) runs per inning per team

**CONTACT RULE:** Babe Ruth rule: 6.05 (m) shall apply

**DEAD BALL:** Time will be called by the umpire when no runner is advancing. The ball becomes dead when a batted ball hits the pitching machine or the individual feeding the machine. The batter will be awarded first base. No runners may advance unless forced. Any thrown ball which hits the machine remains alive and in play. The ball becomes live when it leaves the pitching machine.

**PITCHING MACHINE:** The Louisville Slugger Black Flame Ultimate Pitching Machine speed will be set to achieve an approximate speed of 40 MPH. The rear of the machine will be placed 46 feet from home plate, with the front of the machine at 43 feet. Coaches will have the option of operating the machine while his/her team is batting. The machine may be adjusted during an inning with the consent of both coaches or if deemed necessary by the umpire.

**THE BATTER:** All batters will wear a batting helmet when on the field of play, whether as an on deck hitter, a batter, or a base runner.

**THE CATCHER:** Must wear a facemask, helmet, mitt, chest protector, shin guards, and a protective supporter with cup. The catcher must also wear a catcher's mitt and not a fielding glove or mitt of any other kind.

**COURTESY RUNNER:** Will not be allowed.

**INFIELD FLY:** Will not be in effect.

**FREE SUBSTITUTION:** Will be in effect.

**BUNTING:** Will be allowed. There will be a no "slash" bunt rule. This is defined as a fake bunt that is followed by an attempted swing. The penalty for violating this rule will be, the ball ruled dead, the batter will be out and no runners will advance.

**STEALING:** Will not be allowed.

**SPECIAL BASE RUNNING RULE:** At no time can a runner advance to home plate if he or she is on third base when the pitch is made, unless the catcher throws to a base to make a play or the ball is hit by the batter.

**OVERTHROWS:** All overthrown balls are live. If an overthrown ball leaves the field of play, one (1) base will be given to the runners. Any (fair) batted ball that bounces over, rolls through or under a fence will be a ground rule double.

**PASSED BALL:** Base runners are limited to advancing one (1) base on a passed ball. A runner on third may not advance home on a passed ball. A passed ball can be defined as a pitched ball that is not in control of the catcher and outside of the catchers circle.

**BATTER IS OUT:** After three (3) strikes. If, in the umpires judgment, the machine delivers a ball out of the strike zone a "no pitch" will be called unless the batter swings in which case it will be called a strike. Each batter will be allowed a maximum of three (3) pitches. A foul ball on the 3rd and subsequent pitches will be allowed another pitch regardless of the number pitches thrown.

**SLINGING A BAT:** If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team who slings his bat will be called out immediately and no runners will advance. The umpire will be the sole judge of whether the bat was slung or dropped. This is NOT an appeal play.

**COACHES:** One (1) team manager and three (3) coaches are allowed. On defense, coaches must remain in their dugout. One (1) coach may stand directly in front of the dugout for the purpose of instruction and positioning.

**INTERFERENCE:** As defined in the Babe Ruth Rule Book will be enforced. This includes batters and catchers deliberately attempting to distract.

**HIT BY PITCH:** If the batter is hit by a pitch, he or she will not be awarded first base. It will be ruled as a no-pitch. If the batter cannot continue the at-bat, the next batter in the lineup will take their place and the count will start over.

**RUN RULE:** If a team is ahead by thirteen (13) runs after four (4) complete innings (3 ½ for the home team) the game will be called. If a team is ahead by seven (7) runs after five (5) complete innings (4 ½ for the home team) the game will be called.